

# PROMOTING INTERNET IN RURAL AREAS THROUGH STUDENT TRAINING AT SAM N 1 BADIRI CENTRAL TAPANULI REGENCY

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## *Abstract*

As the modern era progresses, Indonesia is one of the countries with a majority of its population actively using the internet. However, it's important to note that 10% of Indonesians don't yet understand how to use it. Many areas in Indonesia still experience delays in the adoption of technology, such as the Marangkayu sub-district in Kutai Kartanegara Regency, North Sumatra Province. Therefore, through community service activities, The author wishes to provide training on technology in the modern era, particularly in Badiri District, Central Tapanuli Regency. Because we believe that many people still don't understand digital technology, for example, how to operate a computer. Here, the author wants to share knowledge and information about digital technology, especially for students at SMAN N 1 Badiri, Tapanuli Regency. In this training, the author targets five meetings with material that will be presented, starting from computer operation, providing material on the use of Microsoft Word, Microsoft Excel, and Microsoft Office applications. Power Point. With training It is hoped that students will be able to understand how to operate computers, especially how to operate applications.

Keywords: Microsoft Word, Microsoft Excel, and Microsoft Power Point .

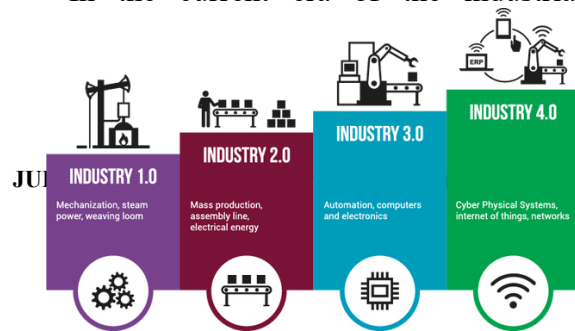
## *Abstract*

As times develop in this modern era, Indonesia is one of the countries where the majority of people are active in using the internet, but you need to know that 10% of people in Indonesia do not understand how to use the internet. There are still many areas in Indonesia that are experiencing delays in the introduction of technology, for example the Marangkayu sub-district in Kutai Kartanegara Regency, East Kalimantan Province. Therefore, through this community service activity the author wants to provide training about technology in the modern era like today. Especially in Badiri District, Central Tapanuli Regency because in our opinion there are still many who don't understand digital technology, for example computer operation. *as it is today. Especially in Marangkayu District, Kutai Kartanegara Regency, because in our opinion there are still many who do not understand digital technology, for example computer operations. Here the author wants to share knowledge and information about digital technology, especially for students at SMAN N 1 Badiri Kab. Tapanuli. In this training, the author targets 5 meetings with the material to be presented, namely starting from computer operations, providing material on the use of Microsoft Word, Microsoft Excel, and Microsoft Power Point applications. With this training, it is hoped that students will be able to understand the operation of computers, especially in the operation of Microsoft Word, Microsoft Excel, and Microsoft Power Point applications .*

## **Introduction**

In the current era of the industrial

revolution 4.0, there has been rapid development in the field of technology in various countries, including Indonesia itself (Tarantang et al. 2019).



### Picture 1. Development industry 4.0

Today, many technological advances support the development of the information world (Kasma 2019). Technological advancements in computer networks have led to rapid growth in the telecommunications sector, marked by the emergence of the internet (Savitri 2019). The internet also drives the economy, with the current boom in online commerce (Pradana 2015).

The Internet as one of the implementations of information and telecommunications technology is the main technology that is being and continues to be developed by many organizations. and individual (Wirawan 2020). Every individual and organization is always experiencing change. Currently, changes in information delivery, social, economic, and cultural changes are driven by adequate information and communication technology and have a significant impact on people's lives (Faidlatul Habibah and Irwansyah 2021).

This rapid technological development also has both positive and negative impacts on its users (Setiawan 2018). The positive impact is the increasing number of technological devices and the advancement of existing technologies (Andriani 2015). However, behind these positive impacts, technological development also has many negative impacts, one of which is technological backwardness, commonly referred to as Gaptak (Technology Ignorance) (Zulfikar 2018).

The development of science and technology is an important part of the history of human civilization. Studies of science and technology often include their interactions. with public. Now Science and technology is an important part of progress world. Science and technology is the concept of how human understanding of science and technology has changed over the centuries (Fadli

2021). Science and Technology has a huge impact on society, and its impact is growing as time goes on.

This backwardness makes people less adept at using technology, especially in using computer. In fact The use of computers is very important for students who have graduated from high school, whether after passed He will Work or

continuing on to higher education. In the workplace, for example in offices, computers are essential for completing office work. And at the university level, computers are also essential for completing coursework, theses, and so on.

With these problems, training is needed in utilizing digital technology to improve human resources at SMAN 1 BADIRI.

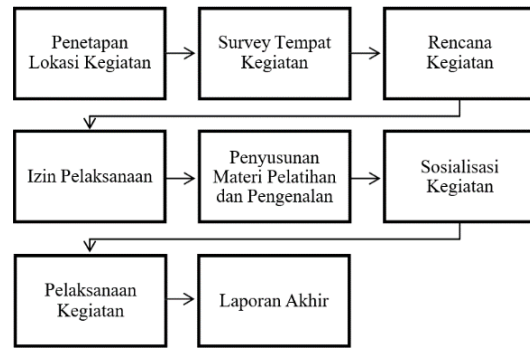
The results of the Marangkayu regional survey have drawn greater attention to the world of digital technology, especially in the use of technology to prepare students who will graduate later to be able to apply the use of technology properly and correctly.

### 1. Method Devotion

This activity is implemented through training. The community service program targets students of SMAN 1 Marangkayu. The training will be held in the SMAN 1 Marangkayu computer laboratory. The training will be held from April to May 2022. The implementation stages are as follows: training This consists of from stage location survey, activity plan, activity permit, activity socialization, activity implementation And evaluation or report end. In a way detailed stages implementation activity training can be seen in Figure 3.

Picture 3. Method implementation training

that will be given to students includes



### 1.1. Determination Activity Location

The location of the training activity to popularize the internet in rural areas through training for students of SMA N 1 Badiri, Lopian Village, Badiri District, Central Tapanuli Regency, North Sumatra.

### 1.2. Survey Place Activity

In the survey stage, the author will visit the partner's location to review the surrounding environment. In addition, in the This will be done monitoring towards development school target. After

After conducting a survey in several schools, the author finally chose *SMAN N 1 Badiri, Tapanuli Regency* as the target for implementing this training.

### 1.3. Plan Activity

The activity planning stage is an activity For compile design Before the training activities are carried out, to ensure smooth implementation, the author coordinates with the school regarding the implementation of activities that will be conducted *online* or *offline*.

### 1.4. Permission Implementation

Permitting is one of the most important aspects of the implementation phase. Before undertaking any activity, permission is required from the relevant authorities, namely the principal of *SMAN N 1 Badiri, Tapanuli Regency*. This is to ensure the smooth running of the activity.

### 1.5. Compilation Material Training

At this stage, the author creates material that aligns with the chosen theme. The material is compiled by taking references from several *websites* and other internet resources, which are arranged in such a way that can be understood by male and female students. The material

digital insights that include MS office And outlook use data and the internet that can support learning at school.

### 1.6. Socialization Activity

This activity was socialized so that students understand the material to be presented and the objectives of the activities to be carried out. This is also done so that more participants will be attracted to this activity.

### 1.7. Implementation Activity

Amid the current COVID-19 pandemic, health protocols remain highly recommended. They will be implemented offline. Here are the details of the event:

- A. The organizer will provide material about Digital Technology Training activities Using *Microsoft Office* and Internet Ethics at *SMAN N 1 Badiri, Tapanuli Regency*.
- B. The organizer will open a question and answer session so that students and Students who still do not understand the material given can understand the material better.
- C. After implementation, there will be an evaluation of the success of the activity, from the initial stages to the training stages. This will be conducted after each activity session concludes. This will then be followed by an evaluation of the overall material at the end of the activity. Indicators of the activity's success can be This

was evident from the positive responses from participants through the evaluations provided. Activity evaluations were also conducted in the form of impressions and messages provided by students regarding the activities they participated in.

#### 1.8. Report end

The preparation of a final report of the activity is carried out so that there is real evidence that the activity has been carried out starting from beginning manufacturing report in accordance with

the results achieved, then make revisions if there are errors in the report or if it is incomplete until the report is obtained with good and satisfactory results.

## 2. Results and Discussion

A community service activity with the theme "Training on the Utilization of Digital Technology in Improving Human Resources" was held at SMAN 1 Marangkayu. was conducted on April 23, 2022. Participants in the training activity were students of SMAN 1 Marangkayu as much as 46 person. The training consisted of only one session, namely the presentation of material and *challenges*. The data that can be presented as evidence of the activity data is available. Based on participant feedback, which can be seen on the Google Form, the details of this training activity are as follows:

### 2.1. Opening And Introduction

Opening and introduction to students of *SMAN N 1 Badiri, Tapanuli Regency* regarding the activities that will be held.

The opening ceremony was held offline or face-to-face and was attended by the vice principal of student affairs, other teachers, and students of *SMAN N 1 Badiri, Tapanuli Regency* . The teachers and

students were seen very enthusiastic in participating in this training activity.

### 2.2. Introduction Microsoft Word

The first meeting was held offline, and the material presented was an introduction to Microsoft Word.

### 2.3. Introduction Microsoft Power Point

The second meeting was held offline, and the material presented was an introduction to Microsoft Power Point.

The material is explaining how to use Microsoft Power Point. The students of *SMAN N 1 Badiri, Tapanuli Regency*, are seen paying serious attention and focusing on the material being explained by the presenter.

### 2.4. Session Challenge

In this session, the presenter challenged the participants, namely students of *SMAN N 1 Badiri, Tapanuli Regency*, with a *typing speed challenge* . *Typing speed* is a challenge to type precisely and accurately within a specified time period.


### 2.5. Closing

The closing of the training activities included giving *door prizes* to participants who were able to get the highest score in the *typing speed challenge session* and to the best students who participated in the training activities

The closing activity was marked by the presentation of souvenirs to the Partner, namely *SMAN N 1 Badiri, Tapanuli Regency* as an expression of gratitude for being willing to be a partner in this community service activity. Presentation of a plaque to the principal of *SMAN N 1 Badiri, Tapanuli Regency* .

### 2.6. Evaluation Activity

Evaluation activity done with How to share the questionnaire link to be filled out by the students of *SMAN N 1 Badiri, Tapanuli Regency* who participated in the training activities. This questionnaire is useful for evaluating the results of training activities that have been carried out.



The image shows a screenshot of a questionnaire evaluation form. It consists of four sections, each with a question and a text input field for the answer. The questions are: 1. 'Kesan Pesan & Saran Untuk Kak Naufal \*', 2. 'Kesan Pesan & Saran Untuk Kak Fathir \*', 3. 'Kesan Pesan & Saran Untuk Kak Vigo \*', and 4. 'Bagaimana Kesan Pesan & Saran Anda Selama Mengikuti Pelatihan Komputer ? \*'. Each question is followed by a text input field labeled 'Your answer'.

Picture 15. Questionnaire evaluation activity

The results of the computer training activity evaluation questionnaire can be seen in Figures 16 – 19.

Overall, this community service activity was considered a success with a 94.1% success rate. This success rate can be seen from the positive responses given by the students, based on the questionnaire results. Students also responded positively to the resource person who provided the material, with a 94.1% success rate. Overall, students and female students *SMAN N 1 Badiri, Tapanuli Regency* is satisfied after

participating in activities based on the completed questionnaire. Furthermore, students also provided suggestions regarding the short duration of the material, which led to students feeling that the material lacked sufficient detail. This served as a basis for evaluating future community service activities, focusing on the duration of material delivery.

### 3. Conclusion

Based on the results of the implementation of the activities that have been carried out, it can be concluded that this training activity has a positive impact on students of *SMAN N 1 Badiri, Tapanuli Regency*. Students can understand and use computers well, such as in terms of using applications from Microsoft Word, Microsoft Excel and Microsoft Power Point, this can be seen in the success indicator of the activity with a percentage of 94.1% which has an impact on students' skills in using MS Office to support the process. learning.

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